TRAMWAYS ENGINEER'S WORKBOOK

OVERVIEW

You are the Financial Director of the Small City Tramways Company, the biggest tram company in Small City. But you have decided to enroll in an internship to take over the seat of the current C.E.O., Nabla Draiv, the famous founder of this lucrative urban transport company...

Before that, you need to train with 48 challenges, all of which will teach you more and more aspects and different situations of this complex job. In each step, you will face new difficulties and you will have to manage them with more details and parameters as you increase your specialization.

Only a future great leader will have shoulders strong enough to bear so many problems. But tell me: What are you doing at this moment? Still reading the rules of this game? What if we started your training now? You're not going to let Mr. Draiv run everything forever, are you?

Note from the designer: It is not necessary to know the rules of the game Tramways in order to solve the 48 puzzles that are contained in this book. If you know Tramways, forget your reflexes and let yourself be guided by this training...

CONTENTS

One 98-page book and dry-erase pens.

PRESENTATION

To play TEW, you need one dry-erase pen, and a cloth to erase markings on the book. As you play round after round, you will make marks directly on the book, which you will erase if necessary according to the rules described below.

Unless otherwise stated, all the rules of the puzzle number **P** still apply in puzzle **P+1**, which usually adds a new rule. Sometimes **P+1** may just be more difficult than the last one, but with the same set of rules.

Victory conditions are indicated in the upper-left corner of the page. If you meet all victory conditions, then you have solved the puzzle and you can turn the page and move on. Otherwise, you have to start that puzzle over (and thus erase everything) and try another strategy.
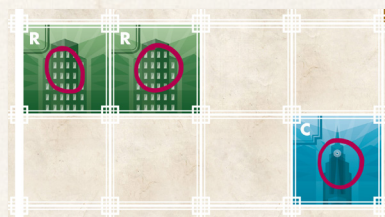
SETUP

A puzzle is usually played within 6 rounds, but some are played in more or fewer rounds, depending on the difficulty. When the round is over, you mark off the number of the round with your pen and move on to the next one.

To start a puzzle, always draw a Passenger (a circle is fine) **in each building space.** Thus, for example, a 2-space residence gets 2 Passengers.

PLAYING A ROUND

The sequence of play is as follows:

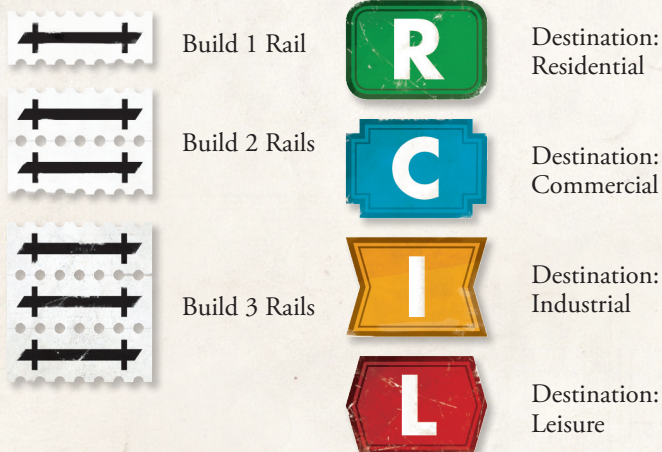| FIRST ACTION	▢ ▢
SECOND ACTION	
UPDATE	○ x3

ACTIONS

At the beginning of the book, there are only 2 actions available (building rail and moving a Passenger), but other actions will be offered later. You will start the round by performing **any available action**. Once you have performed the first action, you can move on to the second action, and again, choose any available action. Finally, you will perform the Update steps, and then the round ends. At the end of the 6th round, if you have met the victory conditions, then you have solved this puzzle, and you can move on to the next one by turning the page.

To perform an action, you must use a **combination of icons** that appear on the tickets.

For the first puzzle, you only have the following 8 icons:

	Build 1 Rail	**R**	Destination: Residential
	Build 2 Rails	**C**	Destination: Commercial
	Build 3 Rails	**I**	Destination: Industrial
		L	Destination: Leisure
			Magnetic strip to move a Passenger

Each ticket represents a card that you are going to select.

Example: *In the first puzzle, you have these 7 tickets. On each ticket, there can be several icons.*

You can only use **one** icon (for the moment) per ticket to perform the action, but you can use multiple tickets to complete the action.

Example: *This ticket contains 3 icons.*

To choose a ticket, simply write a small ✗ inside the circle. You cannot choose a ticket that already has an ✗.
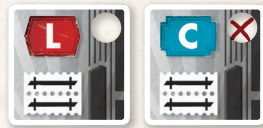
Example: *The two tickets with a red ✗ are not available. You can only choose from the other two tickets.*

Once you have chosen the tickets to perform your first action, you will have to choose which icon to use from each, and then put an ✗ inside the circles to indicate that these tickets have been used. You will not be able to choose any icons present on these tickets until these tickets become available again in a future round.

Tip: The symbol you use to mark tickets is not important. What is important is correctly keeping track of which tickets have been used.

Note: You may choose the same type of action for both actions in a round, but each action needs its own complete set of icons, and thus (for the moment) its own set of tickets.

In the beginning of the book, only the following two actions are available: **Build a Link** and **Move a Passenger**.

BUILD A LINK

The puzzles represent different Small City neighborhoods. Each neighborhood/puzzle contains several types of buildings that you will connect to each other by "**links**" comprising one or more **rails**, in order to move **Passengers**. A rail is either:

- a horizontal or vertical straight line in the middle of the space, connecting the two opposite edges.
- a curve connecting two adjacent edges of the same space.

A link is considered **complete** when there is a building at each end of the link. A complete link therefore always requires at least one space on the map.
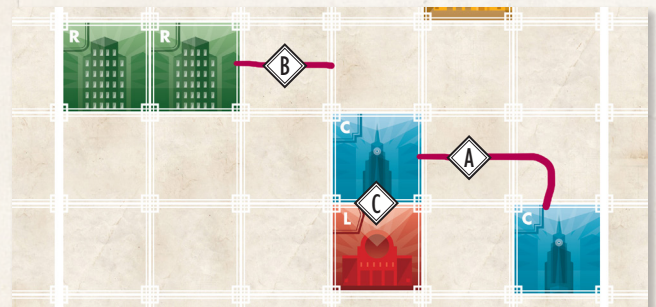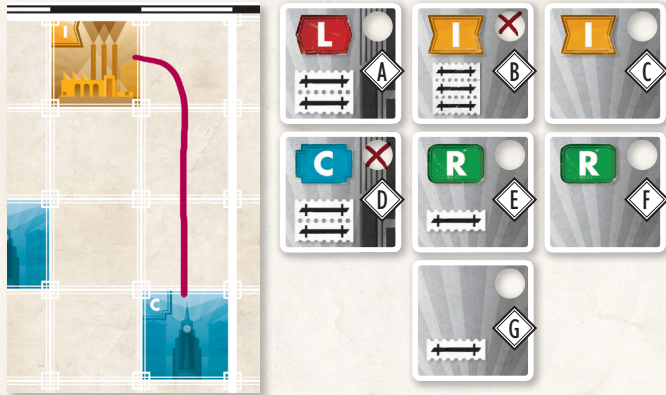

Example:
- *Link A is complete. It consists of two rails*
- *Link B is not complete, because it does not connect to a building on its right end.*
- *There is no link at C. These buildings are not connected without a link between them, and links require rails, which require spaces. To connect this Commerce to the Leisure, you would need at least a 2-rail link, outside the buildings.*

Note:
- Two adjacent buildings of different colors are not connected until you create a link to connect them.
- Their shared edge cannot be used to connect them; the link must be outside the buildings.
- Two adjacent buildings of the same color form a single, larger building.

To build a single complete link, you must use the exact number of rails required to connect these two buildings. Each board space requires one rail. You are, however, welcome to build incomplete links that you intend to complete later.

If you complete the link, in addition to the Rail icons, you must also use a Destination icon that matches a building to which the link connects. Thus, when you complete a link, the Destination icon can match the building at either end of the link.

Example: You build a complete link between an Industry and a Commerce that are separated by 3 spaces. You need to use Build Rail icons with a total of precisely 3 Rail symbols and one Destination icon (either a yellow I or a blue C), put an ✗ on the tickets you use, and draw the 3-rail link on the map to connect the 2 buildings. You cannot choose ticket B or D, because they already have a red ✗. You could do this with ticket A (Build 2 Rail), ticket E (Build 1 Rail), and ticket C (yellow I icon). You would put an ✗ on these 3 tickets, making them unavailable for the remainder of this round.

If your link is not complete, then you do not need a Destination icon yet. Nevertheless, you will have to continue this track in the next round, otherwise it will be completely erased. You do not have to complete the link in the next round: Expanding it by even one space is enough to avoid its destruction. You may need to do this when you do not have enough tickets to complete the link.

Tip: Jotting the round number beside incomplete links when you work on them can help you keep track of this.
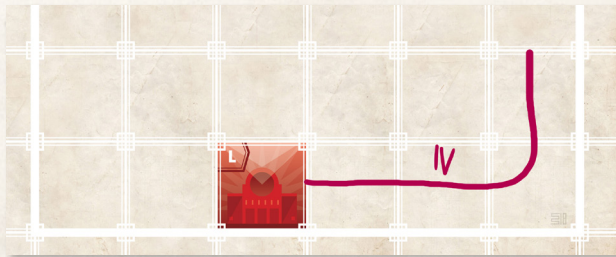
Example: In a future round, you build 4 rail starting from the red Leisure building using tickets A, E and G which are available. Because the link is not complete, you do not need a Destination Icon.

Note:
- You must draw every Rail depicted on the icons you use.
- All the Rails from a single action must be part of a single link; you cannot work on 2 links at once.
- On any single space, there may be a crossroad or 2 curves in the opposite corners of the space, but no more than that.
- Rail never merges or splits; i.e., you can never branch a link, and each side of a space can have no more than one rail going through it.

MOVE A PASSENGER

You must use a ticket containing a magnetic strip, and a different ticket containing a Destination icon of the final destination of the Passenger.

The number of buildings crossed during the trip is not important; however, as you progress through the puzzles of this book, passing through a larger number of buildings will be more profitable.

The Passenger stops at the first building on its path matching the Destination icon you used.

Once the Passenger has moved, remove the Passenger from the map (just erase it with your cloth).
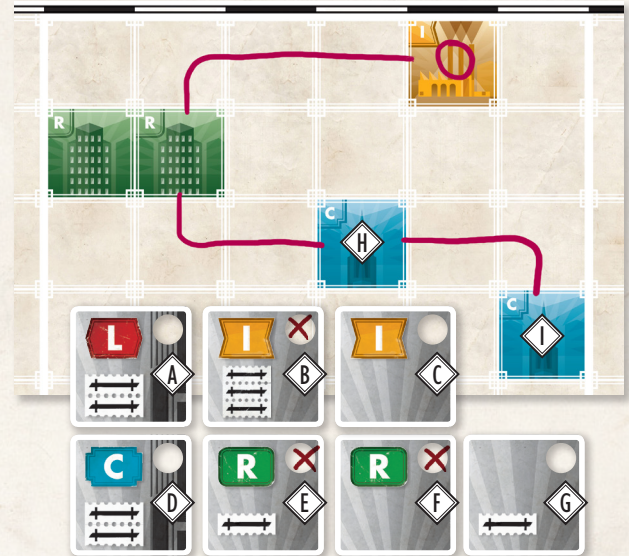
Example: You play ticket A (Magnetic Strip icon) and ticket D (Destination icon C). The Passenger in the Industry space moves to Commerce H. He cannot go to Commerce I because he stops at the first building matching to the Destination icon. Mark both ticket A and D, because these have now been used.

Note: If the originating building has 2 adjacent spaces of identical color (basically a rectangle or even bigger), then any of the Passengers still present can be moved out any side of this large building.

PASS

Performing only one action during the round saves you tickets for the next round, but you're still giving up an action: You do not get any special bonus for passing. …but sometimes you paint yourself into a corner, and have no other option!

UPDATE

1. RECLAIM TICKETS

Once you have performed your two actions (or fewer), you get 3 tickets back. Simply erase the ✗ from each ticket you want to have back for next round.

2. NEW PASSENGERS ARRIVE

New Passengers then arrive in each empty building space that matches the current round. For example, a matching empty building of size 2 would get 2 Passengers and so on and so forth for larger buildings.

3. END OF THE ROUND

Mark off the current round and begin the next round.
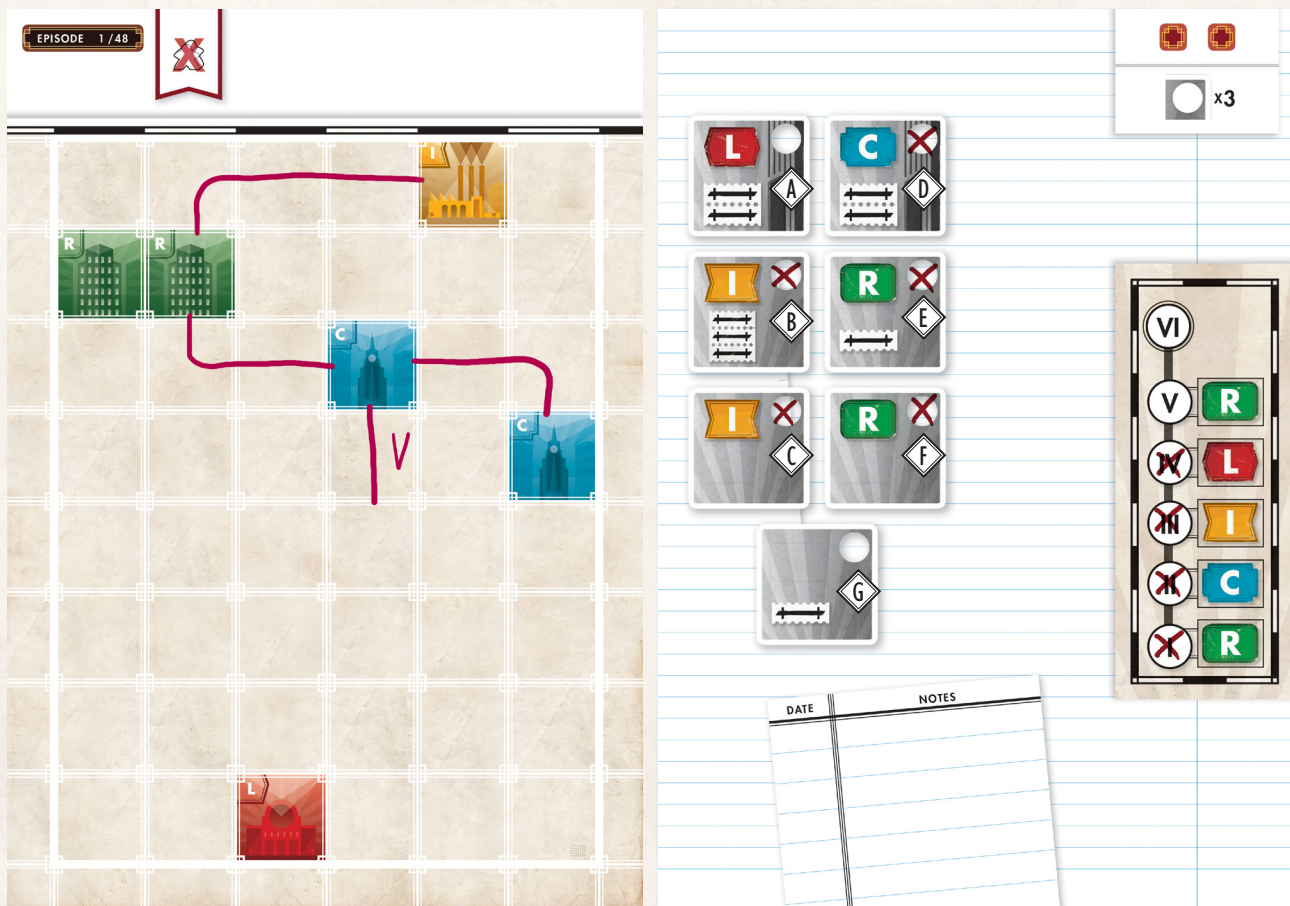
Example: It is the end of round 5, and you choose to recover tickets B, D, and F for the last round. Round 5 says that you add a Passenger to each empty Residence space: Draw two circles in the 2-space Residence. Mark off round 5, as well. Note: If one of the Residence spaces had still contained a Passenger, then only the empty space would receive a new one.

END OF THE GAME

When you have played the last round, check to see if you met the victory conditions. If you did, go to the next puzzle by turning the page; otherwise, start again, and take a different approach.

Tip: It is much easier to erase dry-erase pen markings shortly after they have dried than it is at a later date. Do not use a solvent, because it can degrade the dry-erase surface of the pages.

LESSONS

EPISODE 1/48

NEW ICON: RECLAIM TICKETS

x3 Reclaim 3 tickets in the Update phase.

NEW GOAL: NO PASSENGERS

Have no Passengers left at the end of the game.

EPISODE 2/48

NEW SPACE: MOUNTAIN

= **Mountain** spaces cost +1 Rail, thus it costs 2 Rail icons for each mountain space in which you build rail.

EPISODE 3/48

NEW SPACE: LAKE
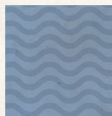
= **Lakes** cannot be built on.

EPISODE 4/48

NEW RULE: RAIL WORKER

= You must now use a **Rail Worker**, in addition to the normal icons, in order to take any rail building action (once per action, not once per rail, not once per link). You start the game with 2 Rail Workers, so circle the number 2 on the Rail Worker track. Whether building a complete link or working on an incomplete link, you must use a Rail Worker (adjust the number on the track). If you do not have any, then you cannot build rail!

	0	1	2
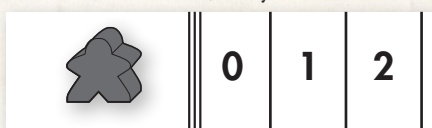
NEW PHASE: SELF-HELP

Just before the Update phase (before reclaiming tickets), there is a new **Self-Help** phase. If you have a ticket with the Rail Worker icon and if this ticket is still available, you can use the ticket to get one more Rail Worker. You can never have more than 2 Rail Workers. Write an ✗ on the ticket.

The new Sequence of Play is:
- Action 1
- Action 2
- Self-Help
  - Hire Rail Workers
- Update

x3

EPISODE 6/48

NEW RULE: PASSENGERS PAY

$1 / Money is introduced into the game. You start the game with $0. When you move a Passenger, you earn **$1 per rail segment** used during the trip. Write your total $ in the appropriate box.

$
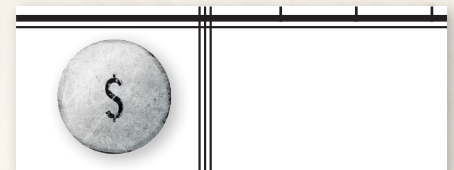
NEW GOAL: MONEY

$65 Finish with at least $65.

MODIFIED PHASE: SELF-HELP

The Self-Help phase now also allows you to get money from your unused tickets, the same way you get Rail Workers. If a ticket with the money icon is still available, you can use it to earn the amount of money indicated on the icon. Write an ✗ on the ticket.

The new Sequence of Play is:
- Action 1
- Action 2
- Self-Help
  - Hire Rail Workers
  - Get Money
- Update

/ $

x3

2 This icon indicates that this puzzle can be played as a 2-player map. See page 12 for details.

EPISODE 7/48

NEW RULE: TRANSPORT TO COMMERCE
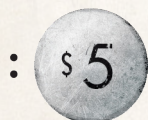
: **$5** When you transport a Passenger to a Commerce building (as the final destination), you earn **$5** in addition to the normal revenue.

EPISODE 9/48

NEW SPACE: RIVER
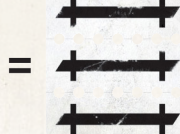
= You must build a bridge if you want to cross a **River** space. A bridge costs +2 Rail, thus **3 Rail**. Note: You still cannot build on Lakes.

EPISODE 10/48

NEW RULE: DEVELOPMENT TICKETS

: **□ / $5** Not all of the tickets depicted on the right page are available at the beginning of the game. You only have the tickets that are above the line. Each ticket below the line is inaccessible until you unlock it. When you deliver a Passenger to a **Commerce** building, you have the choice between gaining **$5** or unlocking a new *Development* ticket (the tickets marked with a square □). Mark the square with a ✔ to indicate that this ticket is now available. This ticket can be used just like the rest of the tickets now. These Development tickets are generally quite powerful, because they contain more or more powerful icons, or icons to which you had no access at the beginning of the game.

NEW GOAL: PASSENGERS EVERYWHERE

100% Finish the game with a Passenger on each and every building space!

EPISODE 11/48

NEW SPACE: PARCEL
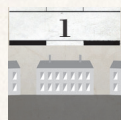
1 A gray, numbered space is a **parcel**.
- You **own** a parcel if the ticket with its number is unlocked.
- A parcel you own can be one of the endpoints of a complete link, just like a building can.

NEW ACTION: BUILD A BUILDING

You have a new action available, in addition to building rail and moving Passengers: Build a building on one of your parcels.

To build on a parcel, you must use the following two icons:
- **Build a Building** icon
- The **parcel number** on which you wish to build

Mark the tickets with an ✗ as usual. Which type of building you build on the space is completely up to you (you do not need to play its icon in order to build it); you can build the following:
- **Residence** building: Draw an **R** on the parcel.
- **Commerce** building: Draw a **C** on the parcel.
- **Industry** building: Draw an **I** on the parcel.
- **Leisure** building: Draw an **L** on the parcel.

You must also add a Passenger to the new building: Draw a Passenger ○ on it. **Tip:** After building, mark out the parcel number on the map space, and cross out the matching parcel icon on the ticket, because you have no further use for it (unless you have to retry this puzzle).

MODIFIED ACTION: BUILD A LINK

On a parcel you own (if it is still locked, you do not own it!), you can either:
- **Build rail:** The cost is 1 Rail, just like in an empty space. Important: A parcel with a rail running through it cannot be a destination **along that link through it**… until you build a building on the parcel.
- **Build a building:** It is even possible to build a building on a rail already running through a parcel. If you do, erase the rail from the parcel and add the letter of the building you wish to build, as usual.

Example: You own Parcel 2 and Parcel 3. Link B is a complete link. Link A is also complete (Residence building to Parcel 3). Link C is also complete. Parcel 2 can be a destination for link B. It connects the Residence building and the Leisure building through Parcel 2. Parcel 2 is no longer a destination between L and R. You could still build a building on Parcel 2 or Parcel 3. Just erase the rail on Parcel 2 if you build there, and in whichever parcel, write the corresponding letter for the building.
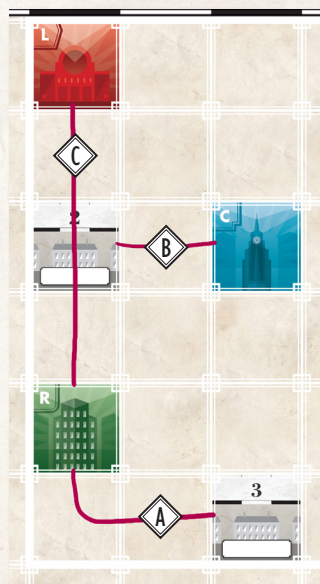
NEW GOAL: BUILD ON ALL PARCELS
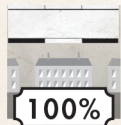
100% Each parcel must have either a building or a rail built on it.

Very important! Some parcels are only available on Development tickets, which means that if you do not unlock the ticket, you can neither build a link or a building on the parcel, nor create a link that ends connected to this parcel. Unlock the Development ticket by transporting a Passenger to a Commerce building.

EPISODE 13 / 48

NEW GOAL: NETWORK ALL BUILDINGS

You must connect all the buildings into one network of links.

MODIFIED MAP: DOUBLE WIDE

This map is 12 columns wide.

EPISODE 14 / 48

MODIFIED SETUP: RAIL WORKERS

If a Rail Worker number is circled, this is the number with which you start. If no number is circled, start with 2.

NEW RULE: TRANSPORT TO INDUSTRY
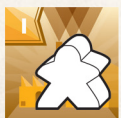
When you transport a Passenger to an **Industry** building (as the final destination), you get a Rail Worker. Afterward, adjust the total of the number of Rail Workers on the corresponding track. Remember that you normally cannot exceed 2 Rail Workers; however, if the track goes higher, the track indicates the maximum. Even if you already have the maximum, you are still allowed to transport a Passenger to an Industry building; you simply don't get the Rail Worker from doing so.

NEW GOAL: RAIL WORKERS

5+ You must end the game with at least 5 Rail Workers.

EPISODE 15 / 48

MODIFIED RULE: RECLAIM TICKETS
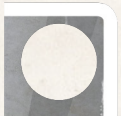
x4 Reclaim 4 tickets in the Update phase.

MODIFIED PHASE: SELF-HELP

A new option is available in the Self-Help phase: You can add a Passenger to an empty building space, by using an available ticket with this icon. Mark the ticket with an ✗.

The new Sequence of Play is:
- Action 1
- Action 2
- Self-Help
  - Hire Rail Workers
  - Get Money
  - Add a new Passenger
- Update

x4
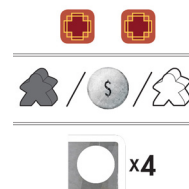
### NEW GOAL: DELIVER TO ALL BUILDINGS

100% You must deliver a Passenger to each and every building – whatever its size – as a final destination at least once. Mark the building with an ✗ when it has been delivered to.

Note: If you deliver to a building, then later expand it or merge it with another building, the ✗ still counts for the new, larger building. The general rule is this: Delivering to any part of a building counts as delivering to the entire building, even if the building becomes larger later.

EPISODE 20 / 48

NEW GOAL: NETWORK ALL INDUSTRY

You must link all the **Industry** buildings on the map to each other.

EPISODE 21 / 48

NEW GOAL: NETWORK ALL COMMERCE

You must link all the **Commerce** buildings on the map to each other.

NEW ACTION: UPGRADE COMPLETED LINK
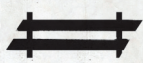
You can do a new action in addition to building a link, moving a Passenger, or building a building: **upgrade** a completed link.

To upgrade a completed link you must play:
- The Upgrade Rail Icon.
- One end of the complete link (icon matching destination on either end).

Draw a second, parallel link between the two buildings to indicate that the entire link has been upgraded.
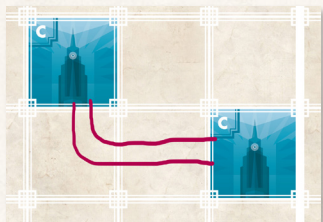
MODIFIED RULE: TRANSPORT A PASSENGER
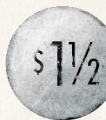
When you transport a Passenger on an upgraded link, you earn 50% more money, rounded up.

NEW GOAL: NETWORK ALL RESIDENCE WITH UPGRADED LINKS

You must link all the **Residence** buildings on the map with an upgraded network between them.

Remember that the lakes are impassable.

Note: You start with this puzzle with 3 Rail Workers.

NEW GOAL: NETWORK ALL LEISURE WITH UPGRADED LINKS

You must link all the **Leisure** buildings on the map with an upgraded network between them.

NEW GOAL: UPGRADE ALL LINKS

100%

You must upgrade all built links.

NEW GOAL: LARGE BUILDING
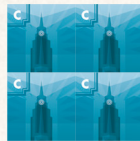
You must build a big **Commerce** building of size 4 (4 contiguous Commerce building spaces). It does not need to be a specific shape.

Some tickets now have a negative consequence in a rhombus in the bottom-right corner. When you use the ticket, you must first pay that consequence.

NEW CONSEQUENCE: PAY $3

For now, there is only a money consequence: Pay $3.

This puzzle lasts 8 rounds, which bring no new passengers!

Note: You start the game with 3 Rail Workers.

This puzzle introduces **Happiness Points** (and a new Happiness Points track).

MODIFIED RULE: MOVE A PASSENGER

= 1
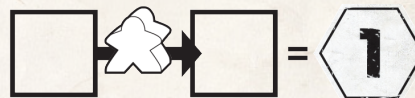
You score **1 Happiness Point per link** traversed; however, the Passenger can only use each link once per trip (no doubling back or looping).

MODIFIED PHASE: SELF-HELP

2

A new option is now available in the Self-Help phase: Use a ticket with this icon to take **2 Happiness Points**. Mark an **✗** on the ticket.

The new Sequence of Play is:
- Action 1
- Action 2
- Self-Help
  - Hire Rail Workers
  - Get Money
  - Add a new Passenger
  - Get Happiness Points
- Update

×4
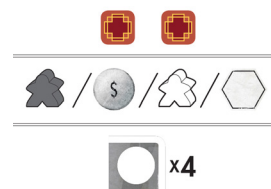
NEW GOAL: HAPPINESS POINTS

15

You must score at least 15 **Happiness Points**.

NEW RULE: TRANSPORT TO LEISURE
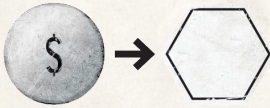
Now, when you are transporting a Passenger to a Leisure building (as the final destination), but before earning your income from the trip, you have a one time opportunity to buy Happiness Points at this cost: **$1 = 1 HP, $3 = 2 HP, $6 = 3 HP, $10 = 4 HP, $15 = 5 HP, $21 = 6 HP** etc.

NEW FINAL SCORING: $10 = +1 HP

Each full **$10** you have at the end of the game is worth **1 HP**.

NEW SPACE: FOREST

A new type of land is now available: the **Forest** spaces. You must spend **1 Happiness Point per rail** built in the Forest. If you do not have enough Happiness Points, then you cannot build in the Forest.

NEW RULE: STRESS

You must now handle a new parameter in your training: **Stress**. You start the game on the first 1 space on the new Stress track. When you use a ticket, you now have the option to use a second icon on the same ticket **for that action** (using two icons for a single action). This advances your stress 1 space to the right on the Stress track (adjust with your pen). Using three icons on the same ticket increases 2 spaces on the Stress Track, and so on.
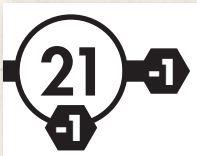
If you reach the last space of the Stress track, you immediately lose 1 HP. You cannot move beyond this space, but each step of stress increase that you cannot take on the track is –1 HP.

MODIFIED PHASE: UPDATE
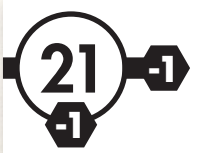
End of the Round: If you are still on the last space of the Stress track at the end of the round, –1 HP. When your stress gets too high, you really must reduce it!

NEW FINAL SCORING: 1 STRESS = –1 HP
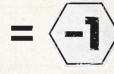
Each Stress is counted as –1 Happiness Point at the end of the game. ***Example:*** *Stress of 6 scores –6 HP.*

MODIFIED PHASE: SELF-HELP

Use an available ticket with this icon to **decrease your Stress**, moving it 1 space to the left on the Stress track. Mark an ✗ on the ticket.

The new Sequence of Play is:
- Action 1
- Action 2
- Self-Help
  - Hire Rail Workers
  - Get Money
  - Add a new Passenger
  - Get Happiness Points
  - Reduce Stress
- Update

x4
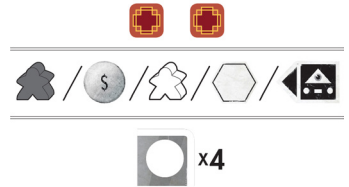
NEW RULE: TRANSPORT TO RESIDENCE

When transporting a Passenger to a **Residence** building (as the final destination), you **lower** your Stress level, moving it 1 space to the left. It cannot go further left than the leftmost 1 space.

NEW CONSEQUENCE: INCREASE STRESS

A new consequence has appeared: increase your stress by one.

NEW FINAL SCORING: 1 COMPLETED LINK = +3 HP
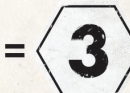
At the end of the game, each completed link will score an additional 3 Happiness Points in the final scoring.

Note: You start this puzzle with 4 Rail Workers!

NEW GOAL: LOW STRESS

End the game with ≤ 6 (6 or lower) stress. Note that the stress track has changed a bit…

MODIFIED RULE: TRANSPORT TO INDUSTRY
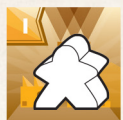
Now moving a Passenger to an **Industry** (as the final destination) will **increase** your stress level one space to the right.

NEW GOAL: NO PASSENGERS AT WORK

No Passengers can still be in **Industries** at the end of the game.

NEW ACTION: UPGRADE BUILDING

A new action is now available: **Upgrade a building** you have built on your parcel (not those already printed on the map). To upgrade a building, simply play an Upgrade a Building icon and an icon of the type of building you want to upgrade. For example, if you wish to upgrade a Residence building, you need to play the Upgrade icon + an **R** Icon. **Note:** This upgrades a single building on a single space. If you want to upgrade a contiguous "larger building", you must use an action for each parcel whose building you wish to upgrade.
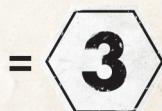
You also add a new Passenger if the upgraded building space did not have any already on it. You immediately score **3 Happiness Points** on the HP track.

When the building is upgraded draw a ∧ above the letter to show that it has been upgraded. You cannot upgrade a building that has already been upgraded.

NEW GOAL: UPGRADE ALL BUILDINGS

Upgrade all the buildings **you build** during the game (this does not apply to those already printed on the board).

NEW GOAL: NO PASSENGERS AT PLAY

No Passengers can still be in **Leisures** at the end of the game.

In this puzzle only, Happiness Points are not counted. Your stress level is simply subtracted from your total cash at the end of the game. You cannot buy Happiness Points with the Leisure building's ability.

SPECIAL FINAL SCORING: 1 STRESS = –$1

In this puzzle only, your Stress at the end of the game **reduces your money**, rather than your HP.

MODIFIED RULE: TRANSPORT TO COMMERCE

Moving a Passenger to a **Commerce** building (as the final destination) now **increases** stress by one!

In this puzzle, you play with all the rules of Tramways! You have just accomplished an important step in your training. Bravo!

Nevertheless, there are further skills you must learn to complete your training...

NEW SPACE: GRAND STATION

A new building comes into play: **Grand Station**. In the Update phase, it will always refill each space to contain 2 Passengers (redraw new Passengers if necessary). A new destination is available on the tickets: Grand Station.

In this puzzle only, when you move a Passenger to the Grand Station (as the final destination), you **unlock an exclusive Development ticket**, with two +$3 icons (to get +$6 from it, you must take on Stress).

In this puzzle only, when you move a Passenger to the pre-printed Commerce (as the final destination), you **unlock an exclusive Development ticket**, with **L**, **I**, and Reduce Stress icons.

– 10 –

NEW SPACE: PARK

A new **Park** area has been built! It works more or less like a Building: When you complete a link to it, because there is no Park Destination icon, you need to use a Destination icon matching the other end of the link.

NEW RULE: TRANSPORT THROUGH PARK

When you move a Passenger **through** the Park, you **decrease your Stress by one and score 1 HP**.

NEW SPACE: STOCK EXCHANGE

A new building is available: The **Stock Exchange**! To you, this means financial speculations and astronomical dividends! It works more or less like a Building: When you complete a link to it, because there is no Stock Exchange Destination icon, you need to use a Destination icon matching the other end of the link.

NEW RULE: TRANSPORT THROUGH STOCK EXCHANGE

When you move a Passenger **through** the Stock Exchange, you get **$5** and **1 HP**.

NEW GOAL: UPGRADE ALL RESIDENCES

100%

Upgrade all Residences you build during the game.

In this puzzle only, Happiness Points are not counted. Your stress level is simply subtracted from your total cash at the end of the game. You cannot buy Happiness Points with the Leisure building's ability.

SPECIAL BONUS

TRAMWAYS AUTHORITY

DIVISION OF TECHNOLOGY

EXTRA PUZZLE

OVERVIEW

Excellent work on your training so far; however, as important as you aspire to become, the world is not all about you. So, in order to prepare you for real-world competition, we will give you the opportunity to compete with a "sparring partner" on some of these exercises. Find an opponent with training comparable to yours (if your opponent is weak and easy to beat, what could you possibly learn?), select a 2-player-compatible puzzle, and we will begin the competition.

Note: Only the following puzzles are 2-player compatible: 6–8, 10–11, 13–18, 20–21, 24–25, 27, and 29–48. Just check the top of the map for the two-player icon.

2

PRESENTATION

Each player uses a pen of a different color. The two players sit or stand next to one another in order to have the book in front of them both.

Each puzzle has one **main objective**.

Look for the two player icon under the victory conditions. For example if the icon is under the Money icon, it means that the wealthier player at the end of the game is the winner.

PLAYING A ROUND
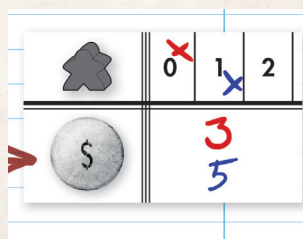
Each player updates their own cursors (number of workers, money, happiness points, stress level) in their respective color. One of the players will be Player A and the other player is Player B. Randomly determine who starts as Player A.

ACTIONS

Player A starts the game and performs only one action. Then Player B performs his 2 actions consecutively. Player A ends the round and plays her last action, according to the ABBA scheme. Both players must respect the following rules when choosing tickets:

- The same player cannot play the same ticket twice during an ABBA cycle.
- Player A may use a ticket already used by Player B and Player B may use a ticket already used by player A. Thus, after both players have played their actions, a ticket cannot have more than 2 ✗ next to it: one of each color.

The 2-player play sequence is as follows:

PLAYER A: ACTION 1
PLAYER B: ACTION 1, ACTION 2, SELF-HELP
PLAYER A: ACTION 2, SELF-HELP
BOTH PLAYERS UPDATE
PLAYER A ⇄ PLAYER B

MODIFIED RULE: TRANSPORT A PASSENGER

You are allowed to use your opponent's completed links when transporting a passenger; however, you do not get paid for using your opponent's link. In fact, you must pay your opponent for using it. You must pay your opponent 50% of what the passenger would have paid to use their link on their turn, including the bonus for upgraded rail. Another way to think of it is as follows:

- **Normal link:** You must pay your opponent 50% (rounded up) of the number of rails in the link. **_Example:_** *Use your opponent's 2-rail link, pay your opponent $1. Use your opponent's 5-rail link, pay your opponent $3.*
- **Upgraded link:** You must pay your opponent 75% (rounded up) of the number of rails in the link. **_Example:_** *Use your opponent's upgraded 2-rail link, pay your opponent $2. Use your opponent's upgraded 5-rail link, pay your opponent $4.*

You are allowed to go below $0.

MODIFIED FINAL SCORING: −$1 = −1 HP

When the goal is HP, each $1 you are below $0 is –1 HP.

MODIFIED RULE: DEVELOPMENT TICKETS

Each Development ticket can only be unlocked by one player (unless explicitly stated otherwise). Whether because nobody has unlocked it, or because your opponent unlocked it, you still cannot build on or connect to a parcel you do not own. In episodes that permit both players to unlock the same Development ticket, unlocking a Development ticket does not unlock it for your opponent; each player must unlock their own.

MODIFIED RULE: BUILD A BUILDING

When you build a building on a parcel [that you own, of course], you immediately get $5.

MODIFIED RULE: UPGRADE COMPLETED LINK

You cannot upgrade your opponent's links. Check the pen color if you forget whose link it is.

MODIFIED RULE: UPGRADE BUILDING

You can upgrade a building built by your opponent. You get the +3 HP, and as usual add a Passenger if the space did not have one.

NEW FINAL SCORING: IN A TIE, MORE RAILS WINS

In the event of a tie, the player with more rails on the map wins. If it is still a tie, the player with more upgraded rails wins. If it is still a tie, replay the episode!

UPDATE

Both players can simultaneously play the Update phase. The Update phase can be played in turn order with the AB scheme if the players believe it will affect the gameplay. You only reclaim your own tickets (erase your own crosses); never your opponent's.

VARIANT: BID FOR TURN ORDER

Instead of alternating who is Player A, you can agree to use this variant, which adds a small auction just before the first Action phase of each round. Starting with Player A, the players take turns bidding higher and higher dollar amounts until someone is unwilling to bid higher. Then the player who bid the most subtracts that bid from her money; the other player does not pay anything.

TWO PLAYER LESSON MODIFICATIONS

EPISODES 6–8, 10–11, 13–18, 20–21, 24–25, 27, 29, 44

SPECIAL FINAL SCORING: 1 LINK = $5

When the goal is Money, **each complete link** you have built is worth **$5** at the end of the game. When the goal is Happiness Points (Episodes 32–43, 45, 47–48), links are **not** worth $5.

EPISODE 14

MODIFIED RULE: RAIL WORKERS

For this map only, only players with 5 Rail Workers will compete in the final scoring, i.e. a player who has fewer than 5 Rail Workers immediately loses the game. This could be both players.

EPISODE 30

MODIFIED RULE: MOVE A PASSENGER

From now on, each of your opponent's links you use also earns your opponent 1 HP, in addition to you paying your opponent 50% of what the Passenger would have paid to use the link on their turn.

EPISODES 31, 32, 38, 46, 47, 48

MODIFIED RULE: DEVELOPMENT TICKET

For this map only, both players can unlock the Development tickets marked with the 2-Player icon.

EPISODE 34

MODIFIED SETUP: HAPPINESS POINTS

For this map only, both players start the map with 1 HP.

EPISODES 29, 36

MODIFIED GAME END: ROUNDS

For this map only, the 2-player game lasts only 5 rounds, instead of 7.

EPISODES 40, 41

MODIFIED RULE: DEVELOPMENT TICKETS

For this map only, the HP icon on the Development ticket grants only 2 HP, instead of 4.

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EPISODE	DATE	SCORE	COMMENTS
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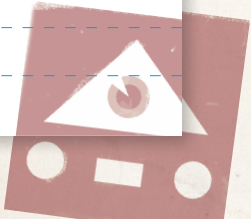
RULES

Mountain spaces cost 2 Rail.
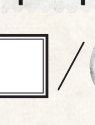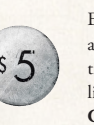
Lakes cannot be built on.

Must use a **Rail Worker** to build rail.

Earn **$1 per rail segment** when you move a Passenger.

Earn **+$5** when you transport a Passenger to a **Commerce** building.
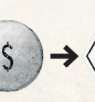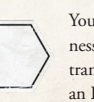
River spaces cost 3 Rail.

Earn **$5** or unlock a new *Development* ticket when you deliver a Passenger to a **Commerce** building.

Gain a **Rail Worker** when you transport a Passenger to an **Industry** building.

Earn **50% more money** (rounded up) when you transport a Passenger on an upgraded link.

Score **1 Happiness Point per link** traversed.

You may buy Happiness Points when you transport a Passenger to an **Leisure** building.

You must spend **1 Happiness Point per rail** built in the **Forest**.

Using additional icons on the same ticket advances your **Stress**.
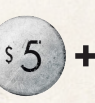
Lower your Stress when you transport a Passenger to a **Residence** building.

Increase your Stress when you transport a Passenger to a **Industry** building.

Increase your Stress when you transport a Passenger to a **Commerce** building.

Each space of the **Grand Station** is refilled in the Update phase to contain 2 Passengers.

Decrease your Stress and earn **1 HP** when you move a Passenger **through** the Park.

Earn **$5** and **1 HP** when you move a Passenger **through** the Stock Exchange.

GOALS

Have no Passengers left at the end of the game.

Finish with at least $65.

Finish the game with a Passenger on each and every building space.

Each parcel must have either a building or a rail built on it.

You must connect all the buildings into one network of links.

You must end the game with at least 5 Rail Workers.

You must deliver a Passenger to every building as a final destination at least once.

You must link all the **Industry** buildings on the map to each other.

You must link all the **Commerce** buildings on the map to each other.

You must link all the **Residence** buildings on the map with an upgraded network between them.

You must link all the **Leisure** buildings on the map with an upgraded network between them.

Upgrade all **built links**.

You must build a big **Commerce** building of size 4 (4 contiguous Commerce building spaces). It does not need to be a specific shape.

Score at least 15 Happiness Points.

End the game with ≤ 6 (6 or lower) stress.

No Passengers in **Industries** at the end of the game.

No Passengers in **Leisures** at the end of the game.

Upgrade **all the buildings you build** during the game.

Upgrade all **Residences you build** during the game.

CARD ICONS

Build a **building** on one of **your parcels**.

Upgrade a **completed** link.

Upgrade a building you have built on your parcel (not those already printed on the map). Immediately score **3 HP**.

Pay **$3**.

Increase your Stress.

END GAME SCORING

Each full **$10** is worth **1 HP**.

Each **Stress** is worth **−1 HP**.

Each **completed link** is worth **3 HP**.

Stress **reduces money**, not HP.